

KINGDOM AT WAR



USER MANUAL

The Story So Far . . .

Four centuries ago, between the coming of the Goblin Horde and the rise of the Battle King Belarn, there was an age of darkness. The Goblins had come from the mountains, hungry for the lands and lives of the men who lived in the six City-States. Alone, the City-States were not strong enough to defend themselves against the tide of evil. So it was that Belarn, King of the Axe, united the City-States and forged the Kingdom of Androsia to drive the Goblins back.

Peace was brought to Androsia with the destruction of the Goblin nation. Yet in the idleness that came with peace, greedy and ambitious men began to trouble the King's rule. For four hundred years the King struggled with the City-States, trying to maintain unity. There were many feuds and small wars but even so, the Androsian King, with the help of his mighty Barac Knights, kept his grip on power.

It was just three years ago that the Kingdom was once again plunged into war and the crown brought low. Fighting broke out on the streets of Druahm, the King's city. Much has been said of the fight but little is truly known. It has been said that beasts and strange men clad in black robes walked the streets, dealing death and suffering to all who fell into their hands. The Barac knights rushed to the city to defend their King but were slain almost to a man. The King himself was killed and thereafter the city razed such that few signs of its once great buildings remained.

When news of the King's fall crossed the Kingdom, the City-States descended into their former feuding ways. Without the King and the Barac Knights, there was nothing to restrain their ambitions or mediate their disputes. Tensions soon flared into threats and then war. Now, with its unity shattered, the Kingdom stands unguarded against enemies sure to be watching and waiting for their chance to invade. The only way to save the Kingdom is to unite the land once more. One of the six Lords must bring the whole Kingdom under his rule, whatever the means, whatever the cost. This is the only way to save the Kingdom at war...

Hardware Requirements

This game requires a 386 machine or better, 2Mb of EMS memory, VGA graphics and supports input via mouse or keyboard. Sound and music require a Sound Blaster or 100% compatible sound card, Sound Blaster 16 or Gravis Ultrasound card.

Configuring Kingdom At War

At the DOS prompt, type D:SETUP (where D: is the designation of your CD drive) and press the [ENTER] key. This will start the Kingdom At War configuration program. The configuration program allows you to configure Kingdom At War and play its music with the current settings on your Sound Blaster or 100% compatible sound card, Sound Blaster 16 or Gravis Ultrasound card.

Please note that this game does NOT support either the internal speaker or AdLib or compatible sound cards. If you are using either of these there will be NO sound in the game.

The sampling rate in the setup program will affect the quality of the music in the game, but the higher rate will slow the operation of the game on 386 machines.

The Setup program also allows you to change the directory to which Kingdom At War saves games in progress. You can save games to an alternate directory or, if you are playing the game from a CD-ROM, save games to your hard disk.

Running Kingdom At War

To start the program, insert the CD into the drive (usually drive D:) and log the drive at the DOS prompt. Eg. Type D: and press the [ENTER] Key. Type CDPLAY and press the [ENTER] Key to present you with a Menu. Selecting Kingdom at War from the Menu will allow you to run the program directly from the CD, without having to install to your hard drive.

The CD also contains a variety of Shareware games for your enjoyment. To play a game, simply make a selection from the titles listed in the Menu.

Controlling the Game

Menus and icons in the game are used by moving the arrow pointer over the item and selecting them. You can use either a mouse or the keyboard to make selections.

Use the cursor (arrow) keys or the mouse to move the pointer.

Use the [ENTER] key or the left mouse Button, or the right [SHIFT] and cursor keys or the right mouse button to make selections.

The [Tab] key can be used to jump from selection to selection. Holding down the [Tab] key and the left [SHIFT] key jumps the fields in reverse order.

The [Esc] key can be used to close a scroll or quit the game.

The numeric keypad is not used at all, so you cannot use the [ENTER] key on the keypad instead of the main [ENTER] key. In the game, all selections (pressing on buttons or icons) use the left mouse button unless otherwise stated.

Main Menu

After the game introduction the Main Menu will appear. The options that can be selected from the menu are:

New Game: Starts a new game.

Load Game: This brings up another menu with six positions for saved games. Choosing one will resume the selected game from where it was last saved.

Options: This brings up a menu where the various game options may be changed.

Selecting the **Done** icon will return you to main menu.

View Computer - On/Off: The moves of players controlled by the computer can be displayed or hidden with this option.

Music - On/Off: Turn the in-game music on or off.

Difficulty - Easy/Normal/Hard: Set the level of difficulty in the game.

Instructions - Displays a set of Quick Instructions to help you out.

Quit To DOS - Exit Kingdom At War and return to the DOS prompt.

Selecting a Scenario to Play.

When you start a new game you must first choose a scenario to play. You can also select to play a Custom Scenario which allows you to change some aspects of the game.

Simply select the name of the scenario you want to play. You can always come back to this screen if you change your mind. The scenarios are:

Scenario 1: The First Kingdom

Scenario 2: The Great Plague

Scenario 3: The Last Crusade

Scenario 4: The Chaos Wars

Scenario 5: Judgement Day

Scenario 6: Return of the King

Scenario 7: Custom Scenario

To return to the Main Menu, select the Cancel button. The options to choose on each scenario screen are:

View Map: This displays a scaled-down map of the game world showing positions of castles and towns. Use the map to decide which coloured character you want to be.

OK: This confirms your choice of scenario and takes you to the next screen where you can choose your king, colour and castle.

Cancel: This takes you back to the scenario menu.

Choosing a Custom Scenario.

The Custom Scenario option lets you change some elements of the game. You can choose one of three game maps and select from a number of castle and town layouts. A smaller map with towns and castle closer together results in more heated battles earlier in the game. A larger map with greater distances between villages and castles makes the game more difficult.

The three maps to choose from are:

Islandia: The smallest, but not necessarily the easiest, map to play on. Games on this map have 20 towns to conquer.

Valeria: This map has 30 towns and a wider variety of terrain.

Ryandia: The largest map with no oceans and 40 towns.

Selecting the **Change Castle And Town Layout** button allows you to cycle through a number of different castle and town layouts. The layout you choose can have a major effect on the way the game plays.

Select the **OK** button when you have made your choices. Selecting the **Cancel** button will return you to the previous menu.

Choosing your Kings and Colours.

After selecting a scenario, another screen will appear and display six scrolls - one for each king. Each scroll shows a king's portrait, his or her name and the name of their castle. The scroll also shows if the king is controlled by a player or by the computer. You can select which kings will be controlled by players or the computer as well as change the names of both kings and castles.

Select the third button below a portrait to choose player or computer control for that king.

Select the arrow buttons on either side of the portrait to change the picture of the king. To change the names, select the king's name or the castle name and edit, pressing the [ENTER] key when done.

The colour around each portrait is that king's colour and all armies, towns and the castle belonging to the king will be marked with a flag the same colour.

Select the **OK** button after completing your choices to begin the game.

Kingdom At War is a turn-based game with each turn representing one month of game time. In the game world each month is 30 days long. Each king starts with a single castle and possibly one or two towns. The object of the game is to defeat all rival kings and take control of the entire kingdom by using armies to capture towns and destroy opponents' castles.

Reports

Each player's turn starts with a hint on running their kingdom from their chancellor. As the game progresses, you will also receive several more reports about your kingdom:

Event Reports: If there are any happenings of note in any of your towns, your chancellor will inform you what is going on and where. Only those events that occur in towns you control will be shown to you.

Army and Town Loss Reports: If you lost any towns or armies last turn, a report will appear to tell you about the tragic circumstances of the event.

Message Reports: Messages sent to you by other players in the game will be shown to you at this stage.

The Game Screen

The main game areas consist of a section of the map on the left of the screen, a sidebar with icons on the right, and an information scroll at the bottom of the screen. At the start of your turn the map will be centered on your castle and this will have a red box around it. The box is the **Select Box**. It allows you to interact with your castle, armies and towns.

To move the Select Box, place the pointer over your castle, a town or army and it will move to that position. To issue orders to a castle, town or army, you must place the Select Box over it and then select it with your mouse or the [ENTER] key.

To look at the rest of the map, move the mouse pointer about while holding down the right mouse button, or if using the keyboard, press the cursor keys while holding down the right [SHIFT] key. The map will scroll about and you will be able to see other areas. If you move the pointer over a castle, town or army that is not yours, you will be told who owns it, as well as its name, or in the case of an army, its leader.

Options on this screen include:

Character's Head Icon: By selecting your portrait on the sidebar, the map moves to show your castle in the centre.

Towns Icon: This tells you how many towns you own and can be used to move the Select Box to each one in turn, placing the town in the centre of the map.

Armies Icon: This tells you how many armies you currently have in the field. By selecting the army picture, the map will move to each of your armies.

Below these icons is the amount of gold pieces in your treasury. The four buttons below this are:

Chancellor: Selecting this icon gives you a report from your chancellor. The report tells you the number of towns and armies each enemy King controls. If you want more detailed information on specific enemy armies and towns, you need to send out spies from your armies. The screen also shows Victory Points. These points do not affect the outcome of the game but they give you a guide as to how a player is going.

Towns: When you select this button, your chancellor reports on the the towns under your control. Information on the current state of the town is displayed next to its name. Selecting the name of the town will take you to its location on the map. Towns can be in the following states:

Fine: This town is doing okay.

Over Pop.: There are too many people living in the town.

Unrest: The populace of this town is getting rebellious.

Food Low: The food supplies in this town are running dangerously low.

Game: This icon gives you a list of game options to select. These options are:

Load Game: This allows you to reload one of six previously saved games. Select the game you wish to play.

Save Game: This allows you to save a game to disk in one of six game positions. Select the slot you wish to save in and enter a name for the saved game. There are no restrictions on the name other than the length. Different saves can have the same name. Press the Enter key to save the game.

Quit Game: This option exits the current game and returns you to the Main Menu. A scroll is displayed asking you to confirm this choice.

Resume Play: Close scroll and return to current game.

Options: This brings up a menu where various options may be changed:

View Computer On/Off: Toggles whether to display all of the computer players' movements.

Music On/Off: Turn the ingame music on or off.

Select Music: This provides you with a selection of six tunes which can be played during your turns in the game.

Send Message: This allows you to send a short message to your human opponents. Select the player to whom you wish to send a message, type in the message and press [ENTER]. You can send only one message to each opponent, but can edit a message by selecting the same player again. All of the messages are sent by carrier pigeon at the end of the turn, and will arrive at the beginning of each of your opponents' turns.

End Turn Button: This button ends your turn when you have finished issuing orders to your forces and administering your kingdom. You will be asked to confirm your choice here so that you don't accidentally finish your turn early.

Playing Kingdom At War

Each player starts at their castle with an amount of gold in their treasury and maybe one or two towns under their control. The player has to manage what they hold as well as capture more towns and defeat their opponents.

Creating and Controlling Armies

To create an army, select your castle and select the Army button. A screen will appear giving you three basic army types. Select one type and another screen will appear to prompt you for the name of that army's general. Edit or accept the name and press [ENTER]. You can only have 10 armies in the field at any one time.

When you select an army, the right-hand screen gives you information about the army and a set of icons used to issue commands. The information includes:

Food: The first energy bar is for the army's food supply. When this level becomes too low, men will begin to die from starvation and their performance in battle will suffer. It is important to keep the food level up. Armies consume food each day they are active and not collecting more. If an army finishes its turn with extra days left, they are able to feed themselves for the remaining days in the month, so their food level will not drop for this period. Use the Get Food command to collect food.

Fatigue: The second energy bar represents the army's level of fatigue. Warriors become fatigued after combat and if they are not rested some will become ill and die and morale will suffer. Armies that are fatigued also do not fight well in battle. Use the Rest Army command to keep the indicator from becoming dangerously low.

Experience: Each army has a level of experience that represents how battle-hardened they are. Armies that have fought through a few campaigns are more adept at combat than fresh recruits. The experience level depends on the army's general, so if he is assassinated the experience level will be reduced to Poor. Winning battles increases the experience of an army, while losing decreases the experience. You will need to win several battles before your experience level goes up. There are five levels of experience an army can attain:

Poor: An army only becomes poor through repeated losses to the enemy or the assassination of its general.

Normal: Armies start out at this level of experience, Combat abilities are average.

Good: Good armies have tasted success and proven themselves on the field. This shows through in their skill at warfare which has begun to improve.

Veteran: These are seasoned fighters who have fought in a number of battles, and have a lot of respect for their general. They are very good fighters in battle and are well versed in warcraft.

Elite: Elite armies are led by heroic generals and the men of these armies are a tightly knit force. These armies are masters of the battlefield, and possess many advantages in warfare.

Army Commands

Orders can be issued to an army by selecting icons on the side of the screen and through the pointer. Select the icons or move the pointer over the map until it changes appearance. If you move the pointer over open land, it will change to an arrow if you have enough days to move there, or a 'no-go' image if you do not have enough days. If you move the pointer over a friendly town, you can use it to either buy troops or exchange troops. If you move the pointer over a friendly army you will be able to exchange troops with it. If you move the pointer over an enemy army you can use the crossed swords to attack it, and you can use the catapult icon to lay siege to an enemy town or castle. When the pointer changes appearance, you can cycle through the available commands by pressing the right mouse button or the [SHIFT] and [ENTER] keys. The orders are:

Hire Troops (Time Required - 1 day): To issue this order an army must be next to a friendly town or castle. A new screen will appear from which you can hire new troops for your army. The troops available for hire are displayed on the left scroll and your army and its current troops are listed on the right scroll. The amount of gold in your treasury is also listed at the top left. To identify a troop move the pointer over its icon on the left scroll and information about it will be displayed in the information box at the top of the screen. The information displayed includes:

H% Hit Percentage:- The chance a single troop has of hitting an opponent in a round of combat.

ST Hit Damage:- the amount of damage caused by a single troop in a round of combat.

AR Attacks:- the number of attacks a single troop has in a round of combat.

HP Hit Points:- the amount of damage a single troop can take before being killed.

Troops can be hired by selecting their icon on the left scroll with the left mouse button or the [ENTER] key, or in lots of ten by using the right mouse button. If more than 10 troop types are available at a town or castle, select the folded down corner of the page at the top corner of the Available Troops screen. You can also dismiss troops that you don't want and receive back the full price of hiring them. However, you can only dismiss troops selected on the current Hire Troops screen. If you click 'OK' those troops are considered part of your army, leaving your service only when they die on the battlefield. The two numbers beside each troop type represent those currently in the army and the new total with the troops just hired. Each army can have a maximum of 10 different troop types, including siege equipment such as catapults. Select the 'OK' button at the bottom of the screen when you have finished hiring new troops.

Exchange Troops (Time Required - 1 day): To use this icon an army must be next to a friendly castle, town or army. A screen similar to the Hire Troops screen will appear from which you can exchange troops to and from your army. Your army and its current units are listed down the right hand side, and your other forces units are listed down the left. You can exchange from one force to the other by selecting the troop you wish to move. Select 'OK' when done.

Train Army (Time Required - 29 days): This allows you to increase your army's experience level by paying a training fee and spending almost the entire month training. This gives you a quick way to improve an army's fighting skill, but it means the army will be out of action for the whole month, and it can prove quite expensive at the higher levels of experience. The chancellor will tell you how much it will cost to train your army for the next level.

Hire Assassin (Time Required - 6 days): Assassins can be hired to eliminate enemy generals, reducing their army's level of experience and making them easier to defeat. When you issue this order, you will be asked to select an army for which the assassination will be attempted. You can only choose an enemy army in the immediate area around your own army. After selecting an army, you must select which Guild of Assassins to employ to do the task. The various Guilds charge different prices for their services, and the price reflects the quality service you will receive. There are four guilds available, and once they have made the attempt they will return and tell you whether they succeeded or failed.

Burn Food (Time Required - 5 days): This order allows you to send a raiding party of soldiers into an enemy army and attempt to destroy their food supply. Destroying food weakens the enemy but success is not guaranteed.

Ambush Enemy (Time Required - all remaining days, at least 6): This sets your army into ambush mode until your next turn. All enemy players can no longer see your army, as it is hidden in ambush. If an enemy moves to an adjacent square, your army will ambush them, and a combat will ensue, with your army receiving some advantage in battle over your victim. Generals can not be assassinated when their army is in ambush mode.

Get Food (Time Required - 1 day): This allows you to gather food for your army's food supply. If you are next to a friendly town or your castle, your army will replenish itself from the town's food supply, otherwise they will gather what they can from the surrounding wilderness.

Rest Army (Time Required - 1 day): This allows you to rest your army, heal wounds and reduce the amount of fatigue in the army. Fatigued armies do not fight as well as those that are well-rested.

Spy On Enemy (Time Required - 4 days): This command sends out a spy to gather information on an enemy force, town or castle. Once selected, you must pay a sum of gold then select the object of the spying mission. Intelligence that can be gathered from armies includes the total number of troops, its general's experience level and the current tactics. Information about towns or castles includes the total number of defenders, the rebelliousness level and the strength of the walls.

Army Information (Time Required - 0 days): Gives you with a list of all the troops in the army.

Combat Tactics (Time Required - 0 days): Sets the tactics used by an army:

Normal: Standard attack and defence abilities in combat.

Defensive: Increases defensive abilities while reducing attacking abilities. Defensive troops are more powerful with these tactics in use.

Missile: Increases the attacking abilities of your missile troops while decreasing the attacking ability and increasing the defensive capabilities of other troops types.

Cavalry: The cavalry charge greatly increases the attacking power of cavalry troops but decreases their defensive capabilities. It has the opposite effect on other troops in the army, increasing their defenses and decreasing their offensive abilities.

Offensive: This increases the offensive skills of all troops and decreases their defensive capabilities. This tactic also does not allow the enemy army to make an ordered retreat from the battle.

Done: Select this to the Main Map Screen. You may reselect the army later during your turn to issue further orders.

Towns

Towns appear all over the map and conquering them is essential to expanding your empire. Towns under your control generate gold from taxes, making it important to capture as many as possible. The larger the town the more tax can be collected. Town sizes range from Outpost to Hamlet, Village, Town and up to City. Conquered towns have a coloured flag representing the current ruler, while white flags represent neutral towns. Towns have several major attributes. These are population, tax, food stocks, wall status, rebellion level and defence force. Any red highlighted items on the town information scroll means trouble and requires your attention. You must successfully manage each of your towns to survive. Towns provide protection, extra troops and valuable food supplies for armies far from their castle.

Population: This is the number of people living in your town. It directly affects how much food you need, how much tax you get and the rebellion level.

Taxation: There are two types of tax in Kingdom At War, Kingdom Tax and Local Tax. Kingdom Tax is described in the section on Castles. The total tax generated by a town is one gold piece for every ten citizens. After paying the Kingdom Tax, the remaining amount becomes Local Tax and spending is divided into three areas; Town Improvements, Food Supplies and the Defence Force. You can alter the amount of spending on each, tailored to the needs of each town. The starting levels are sufficient to maintain the peace in a town under all but the most dire circumstances, but they are not the most efficient use of the money available.

Food Supply: The food supply has to be maintained to keep the populace alive. Hungry people are also not happy people so it is advisable to keep them well fed.

Wall Strength: Walls offer extra protection for towns and castles. Invading armies must knock a wall down or else suffer great losses attempting to go over them. The wall levels are No Wall, Wooden Barriers, Stone Barriers, Stone Walls and Battlements.

Rebellion Level: This is a gauge of how happy the people are with your rulership of their town. If you are treating them badly they will turn against you, possibly to the stage of rebelling against you. Many factors affect this level. The levels are Joyous, Happy, Pleased, Grateful, Content, Restless, Discontent, Unhappy, Angry and Rebelling.

Defence Force: The towns defence force is what safeguards it from enroaching armies. Proper management of your town's defence force is important if you are to keep your towns when there is no friendly army nearby. The defence force also acts as local law enforcement and a lawless town is an unhappy one.

Town Commands

There are four icons available on the sidebar to control your towns. These commands are as follows.

Income: This is where you can alter the areas which a town spends its Local Tax. The areas are Town Improvements, Food Supplies and Defence Force. You can alter the amount of money going to each by changing the slider bars. You do not see the actual tax collected until next turn - this option sets the rates for taxes coming in over the next month (ie. next turn). The starting levels should be sufficient to maintain your cities, but they are not necessarily set at the best levels. Your spending will depend on the style of game you want to play, be it cautious, expansionist, or totally geared for battle.

Town Improvements: Basic spending on the townsfolk, be that entertainment, public works or general improvements. If this is high the people will be happier and the population will increase.

Food Supplies: This represents gold spent on maintaining the food supply for the populace. If there is not enough food for the people, they will start to die of starvation, and unhappiness will rise.

Defence Force: This shows how much is spent each round on troops to reinforce the local defence force. If you do not have sufficient troops to maintain a militia or town watch, disorder will rule the streets, and the rebelliousness of the people will increase.

Town: This gives you access to a set of options for maintaining and expanding your towns.

Import Food: As an alternative to regulating your food spending, or perhaps after some disaster, you may need to import food to keep the populace fed. You can import food in 200gp amounts, enough to feed around 2000 people.

Expand Town: As the population grows they need a larger town to live in. If you do not expand the size of the town the populace grows unhappy because of overcrowding. Expanding a town takes two months to complete and no other construction can be undertaken while this is in progress.

Build Town Walls: Town Walls can be built to help stop enemy armies from capturing the town. Walls force invading armies to either bring siege weaponry to take the town, or suffer heavy losses in going over the wall. Building walls takes one month to complete and no other construction can be undertaken while this is in progress.

View Defence Force: Displays the current troops in the town's defence force. Buy Defence Force: This operates in the same manner as the army sidebar option Hire Troops, allowing extra defenders to be purchased for the local defence force.

Missile Attack: This option can be used if an enemy army sits within two movement squares of the town's walls. It allows you to launch a missile assault with missile troops such as archers in the defence force of the town. It can only be performed up to four times a turn.

Melee Attack: This operates in much the same manner as Missile Attack but uses hand-to-hand troops. Melee Attack can only be used to strike at enemy armies within one movement square. More lives may be lost in this type of assault, but more damage may also be inflicted. It is better to perform a melee attack than to wait for enemy armies to attack.

Tourney: This allows you to hold a tourney in the town, increasing the happiness of the people as well as making specialised troops available for hire while the contest is on. The contests that can be held are:

Archery Tourney: This contest attracts the best shots in the land. Troops available include Crossbowman, Dwarf Crossbowman, Elf Archers and Musketeers.

Jousting Tourney: The Jousting contest is open to noble warriors only, but many come to watch the tourney from afar. Troops available include Outlaws, Elves, Paladins and Templars.

Gladiators Tourney: The gladiators tourney provides a way for warriors to display their skill off the battlefield. Fighters of many races come to display their ability and win the prizes. Troops available include Elves, Dwarves, Lizardmen and Ogres.

Magic Tourney: Magicians are a solitary lot, gathering in small enclaves around the land. They only gather in numbers at contests, displaying their skills, and attempting to gain recognition as the most skilled and knowledgeable enclave. Troops available include Illusionists, Wizards, Sorcerers and Necromancers.

Wrestling Tourney: The wrestling tourney allows contestants to prove their brute strength and unarmed fighting skills. Many warriors who go to gladiators' tourneys also appear here. Troops available include Dwarves, Ogres, Giants and Orcs.

Done: Select this, when you have finished issuing orders for this town. You may reselect the town later during your turn to change or issue further instructions.

Armies and Towns.

Whenever an enemy army is in an area adjacent to your town, that town is under siege. Your pigeons and spies can still get messages to and from the town, but all income is lost for that turn, and the town cannot undertake any new building projects. This can cause major disruption to the town, but remember, a besieging army is in range of your missile and melee defenders. Use these options to deter would be conquerors. When a friendly army is camped next to your town, its defensive abilities are increased, as they can use town defences to some degree to protect themselves. Their morale is also higher when camped next to a friendly town.

Castles

Each player's castle is the starting point for their kingdom. It is much like a town, except that the people never rebel. If you lose your castle, you are out of the game, and some of your towns become independent again while others change ownership to the castle's destroyer. A castle has two major differences over towns, they can create new armies, and the Kingdom Tax can be set. There are four sidebar icons for castles, including:

Income: This operates the same as Town Income. There is an extra option to alter the Kingdom Tax, which affects the amount of gold entering your treasury. You set a Tax rate for the entire Kingdom and all towns pay this to your treasury.

Castle: A castle has similar options here as in the Town icon for Towns. However there is no Expand Town option as your main castle already has a sprawling town surrounding it.

Army: This option allows you to create new armies.

Done: Click on this, when you have finished arrangements for your castle. You may reselect the castle later during your turn to change or issue further instructions.

Combat

Combat occurs when your army is attacked or when you attack an enemy army, town or castle. When combat occurs you are taken to the combat screen, where both forces are displayed. The attacker is on the right of the screen and the defender is on the left. To retreat the attacker must select the Retreat button, or press the [Esc] key. The defender does not have the option to retreat from battle. Their fate depends on the strength of the attacking army. A report on the outcome of the battle will then appear.

Sieges

To conduct a siege you must first move your army next to an enemy town or castle. This prevents the town or castle from receiving any income or from building any new improvements. While the siege is in progress, your army is vulnerable to missile barrages as well as hit-and-run attacks by the defenders of the town or castle during their turn. If a town or castle has walls, the wall strength is displayed on the siege scroll. If the walls are not knocked down before the attack, your army will have to go over the walls, and many more men will be lost in the assault. Like all of the other army orders, each option takes a certain amount of the army's days in a month. The orders available during a siege are:

Burn Food (Time Required - 5 days): This allows you to burn the town's food supply, weakening the populace and causing them lose faith in their leader.

Spread Rumours (Time Required - 5 days): This spreads rumours of the imminent defeat of the town, lowering spirits and faith in their leader. It can backfire however, and will sometimes strengthen the defenders' resolve.

Fire Attack (Time Required - 8 days): Launching a fire attack allows you to shoot fireballs and boiling cauldrons into the town, setting alight buildings and wreaking havoc. This weakens faith in the enemy leader as well as killing some of the population and defenders. A Fire Attack can only be made when an army has Cannons, Rocket Missiles and Flame Balls.

Wall Attack (Time Required - 10 days): If a town has walls, they can be knocked down with Catapults, Cannons, Battering Rams and Ballistae. The lower the wall strength of a town, the easier it will be to capture. It may take several wall attacks to take down the walls, depending on the amount of siege weapons in your army.

Raid Town (Time Required - 5 days): You can send a force of soldiers into the town to do some raiding and pillaging. This will gain a gold booty and kill some of the defenders, increasing unrest in the town and decreasing the population.

Demand Surrender (Time Required - 5 days): This option sends an envoy into the town to demand its surrender. If the people in the town are rebellious they may automatically convert to your side. You may still lose some men in the takeover, but not as many as through direct conflict. If the resolve against you is firm, the offer will be rejected and your envoy killed.

Spy On Town (Time Required - 4 days): This option allows you to send a spy into the town at night. The spy will report back after several days and give you a rough idea of the state the town's defences and the mood of the people.

Army Information (Time Required - 0 days): This displays a list of the troops in your army.

Attack Town (Time Required - 5 days): This gives the order to attack the town. If any walls are still standing you will have to confirm that you wish to send the men over them. A combat with the defenders of the town or castle then occurs. The attacking army can retreat from the siege by pressing the Retreat button or the [Esc] key. A successful attack gives you control of the town.

Winning The Game

To win the game you must remove all of the opposing Kings from power. To do this you must be the last surviving player, with all of your opponents castles in ruins. The triumphant achievement of this resolution will not be easy and requires tactics and well-planned strategy.

Playing The Modem Version of Kingdom At War.

To play the modem version you will need two copies of the game, and each player will need a modem with a minimum speed of 2400 baud. A 9600 baud rate modem or higher is recommended. The modem must be able to accept Hayes-compatible 'AT' commands.

To run the modem version of Kingdom At War, at the DOS prompt type: D:MKAW and press [ENTER] (where D: is the designation of your CD drive.)

While the modem version of Kingdom At War plays quite similarly to the normal version, there is one major difference, and that is the objective for winning the game is different. Players on one end of the modem are grouped into one team, while players on the other end are grouped into a separate team. The computer players are against everyone. The first team to destroy all of the other teams' castles and those controlled by the computer wins the modem game. Playing is otherwise the same as the normal game.

Setting Up the modem version of Kingdom At War (MKAW)

The modem version uses the setup for the normal version of Kingdom At War for the sound card settings and save directory. The modem settings are changed from within MKAW itself. Before starting, players at both ends must decide who will be the Master machine, and who will be the Slave. This has absolutely no bearing on how the game plays. The Master machine does all the calculations and handles local players, while the Slave machine sends all of the remote players moves to the Master machine. You can not play with two Master or two Slave machines, and if you try this your modems will not connect at all.

The Main Menu

There are three options in the main menu. These are:

Modem Setup: This allows you to configure MKAW to suit your modem. There are six options you can change here.

- | | |
|---------------------|--|
| COM Port: | If you have a modem plugged into a non-standard port, you may need to change this number. Users who have extra serial cards, or no mouse may need to alter this. |
| Baud Rate: | This is the speed that information will be sent via your modem. The three settings are 2400, 9600 or 14400. If you have a modem that is slower than 2400, you cannot use it with MKAW. Modems faster than 14400 should be set to 14400 baud. |
| IRQ number: | If you have a non-standard serial port you will need to change the IRQ setting to match that of your serial board. The setup software or manual for the board should tell you the correct IRQ setting. |
| Phone No.: | This number will be automatically dialled by the Master machine to establish the connection with the Slave machine. Set it to the phone number of the opposition player(s). |
| Init String: | This is the standard initialisation string for Hayes-compatible modems. The manual for your modem should tell you if you need a different string. |

Dial String: This is the standard Hayes-compatible dial string. The manual for your modem should tell you if you need a different string.

Master: Selecting this option will cause your modem to dial the phone number specified in the modem setup. The master machine controls the progress of the game. If you select this option, the remote player must select the Slave option. You have to wait for the Slave to answer from his end before proceeding into the game.

Slave: After selecting this, a requester will appear. Don't select the 'OK' button until your phone rings. If you have selected this option the other player must select the Master option. After the phone rings click on 'OK' and you will proceed into the game. After connection, the selection of scenario and players is done from the Master machine, so it is best to decide the players and scenario prior to play. You can't play the Custom Scenario on MKAW as the Master machine would have an unfair advantage in setting up the map.

The Art of Kingdom At War

Kingdom At War is a game that tests your flare for strategy. Success depends on how well you manage the different elements of the game. You have to keep your towns happy, well-defended and expand them as they grow. Your armies should be as big and as well-trained as possible.

When you start a new game of Kingdom At War, you must first choose one of the six game scenarios or the Custom Scenario option. The six scenarios are set on three different worlds, and different events will occur in them. When you select a scenario, a description will appear that gives you a hint about what to expect in the game. When you select the View Map option, take note of where your opponents will start in relation to the castle you plan to choose. A well-positioned castle can mean the difference between success or failure.

At the start of each turn, read the advice from the Chancellor carefully as it may prove to be the difference between winning and losing. Check any reports that follow to keep track of the events in your Kingdom.

Keep a close watch on the state of your towns to make sure they are not sliding into rebellion or too weak to defend themselves. Remember also that the more towns you have, the more gold you receive. At the same time, remember not to tax too heavily, especially when you have plenty of towns to bring in revenue. If you take too much gold from the towns they will not be able to support themselves. The starting amount is a safe rate to use, but as with the other tax rates it is not necessarily the most efficient.

Watch for towns that show a "Food Low" status. If food levels are left in this state the town can become rebellious. Overpopulated towns should be expanded as soon as possible. Over population is not only another source of unrest, but the bigger your towns, the more gold they generate from tax. If you do have unrest, you should do something to improve things in the town, such as building up the wall, adjusting the town spending or staging a tourney.

Armies are the backbone of your realm, and without them you cannot expand your Kingdom. When you create an army there are three basic types to choose from. Early in the game, it is a good idea to use the infantry army as a base since such troop types cost less than cavalry or missile troops. This lets you make bigger armies more quickly.

It is important to choose the right combat tactics for each army to maximise their effectiveness. Generally, the best tactics are those applicable to the most common type of troop. Experience is another factor in the quality of your armies. With experience held in the general, it is important to protect his life. The way to do this is to leave at least six days free at the end of the 30-day turn for an army so that you can set it in ambush mode. An army can also fall to a Poor experience level after repeated losses to the enemy. You should review your battle plans if your armies drop to this level of experience. Another general protective measure for armies in general is to camp them outside towns under your control. Your armies can use the town's defences to protect themselves and their moral is higher. It is also important to keep your armies well rested and fed.

During sieges, remember your army may be vulnerable to missile barrages as well as hit-and-run attacks by the defenders of the town or castle during their turn. This can result in heavy losses to your army, so try not to let sieges drag on over multiple turns. It is also not recommended to attack towns or castles that have battlements, with anything but a large selection of Catapults and Cannons.

If you succeed in demanding the surrender of a town, keep in mind that it will be unstable when you occupy it. You should move quickly to consolidate your hold and get the town on its feet again.



KINGDOM AT WAR

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